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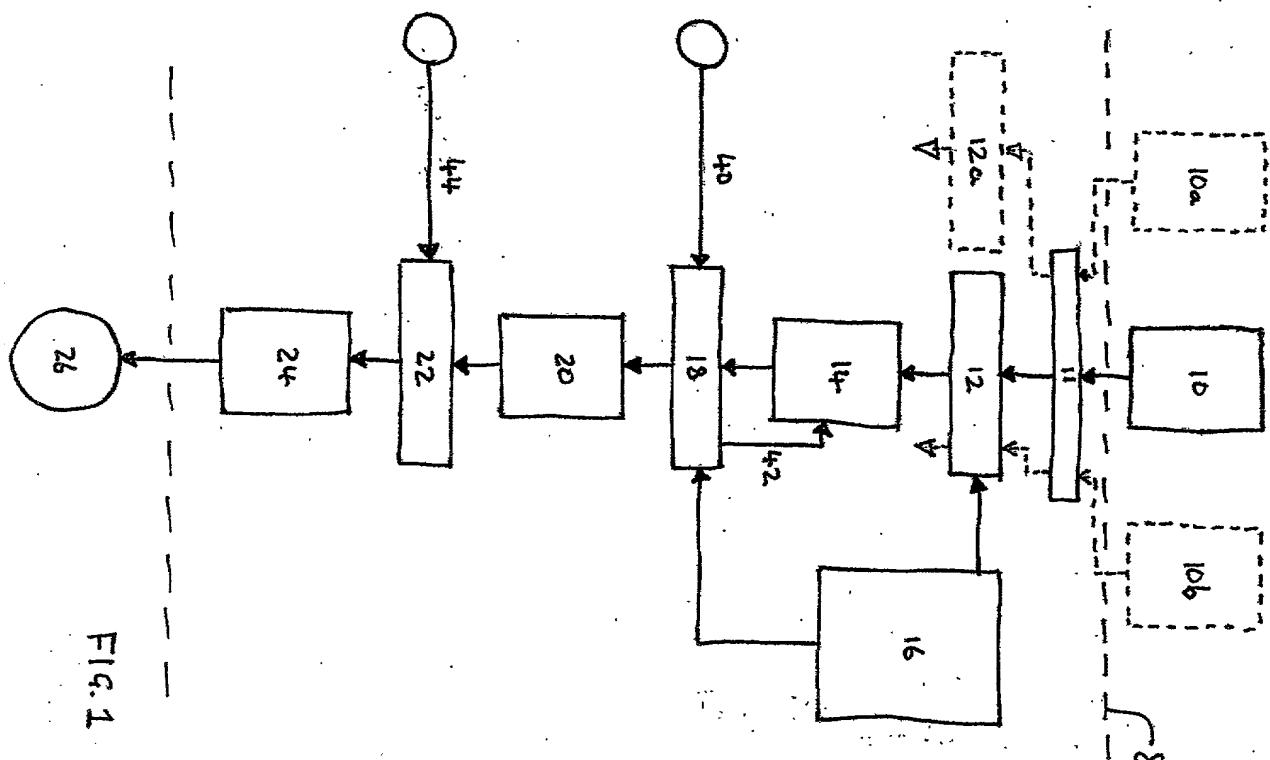
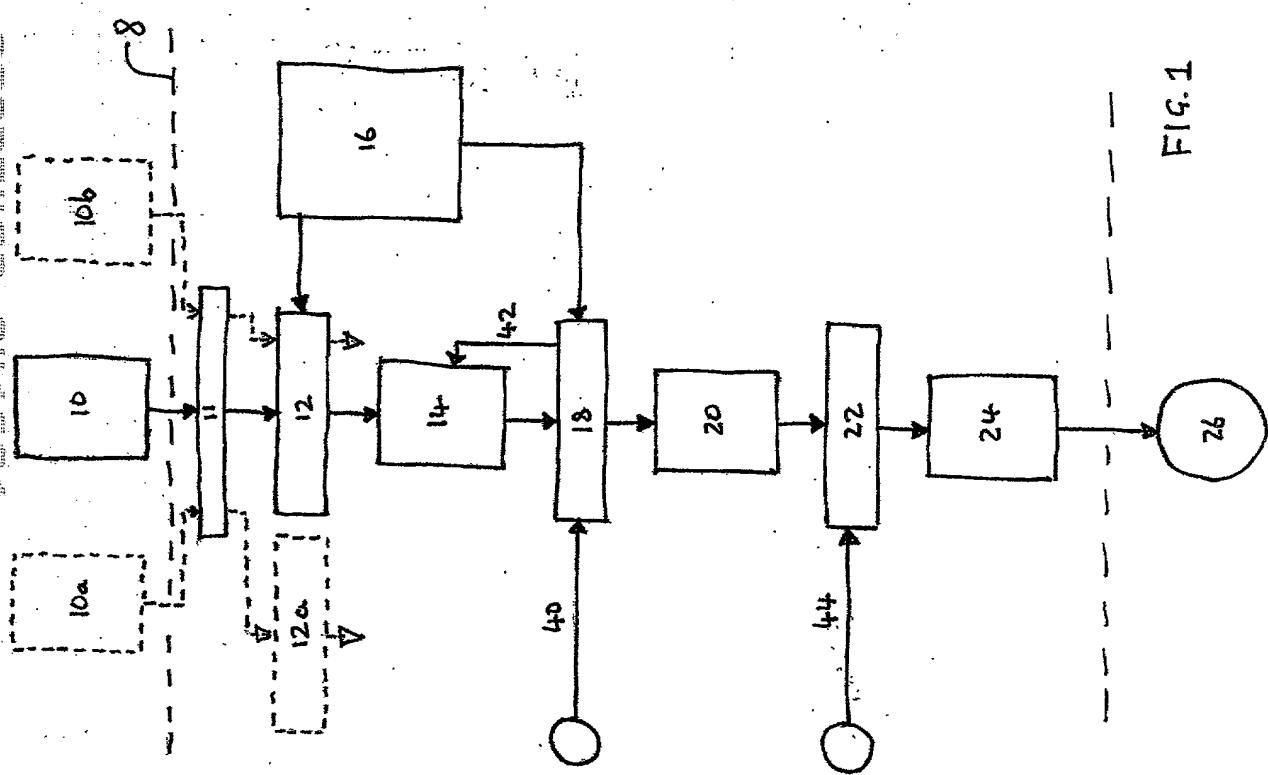
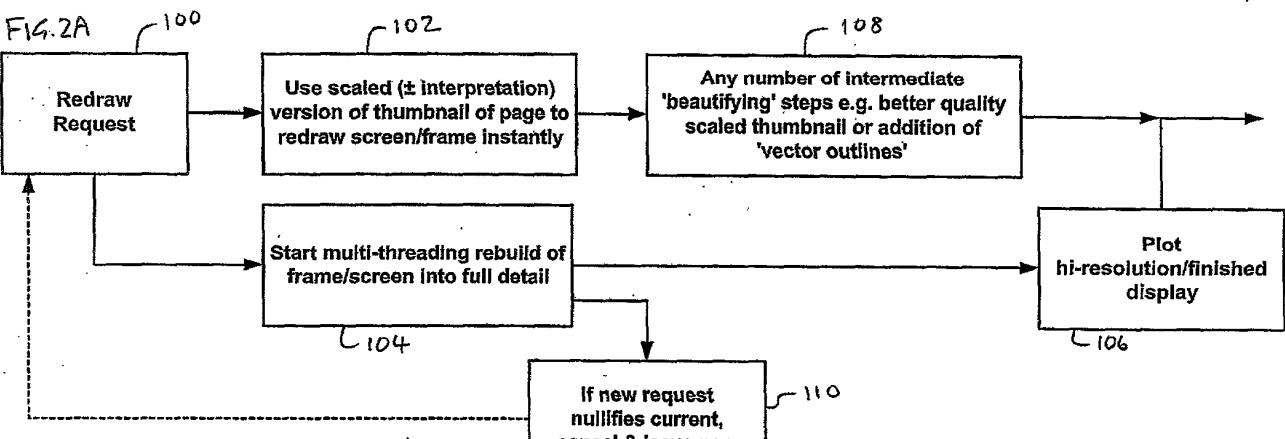


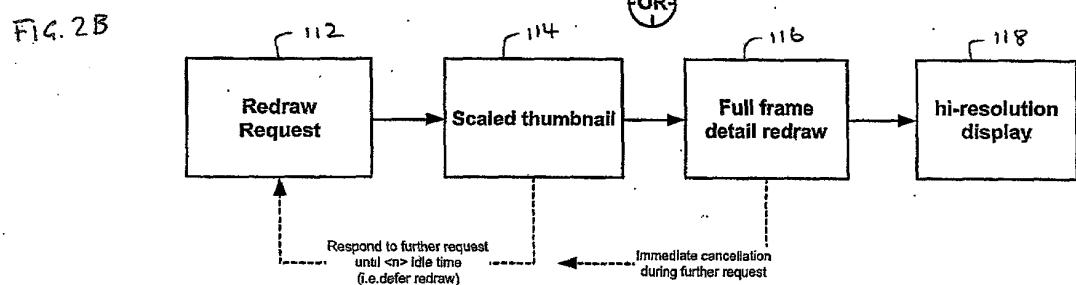
Fig. 1

Fig. 1





100, 102, 104, 106, 108, 110, 111, 112, 113, 114, 115, 116, 117, 118

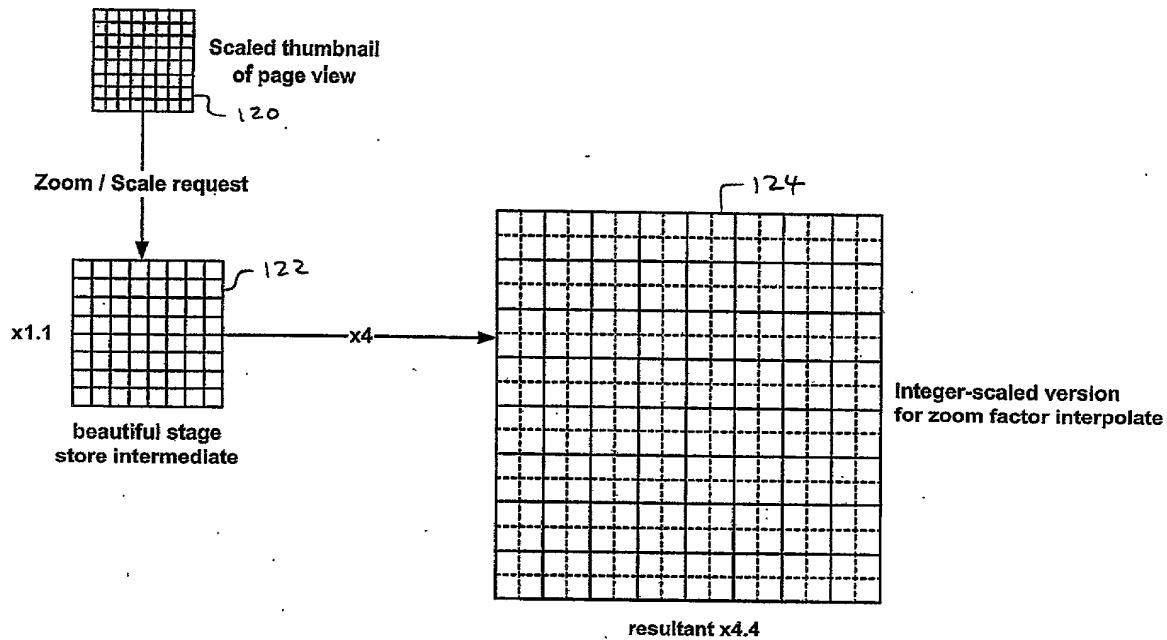
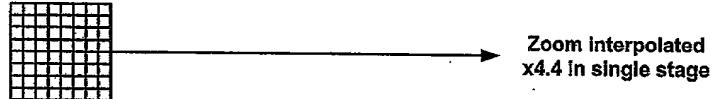


112, 114, 116, 118

*, 8

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FIG. 3

Versus

- Intermediate stage 'infrequent' & therefore can use beautiful/detailed scaling, versus rapid/cruder final or single stage scale.

FIG. 4A

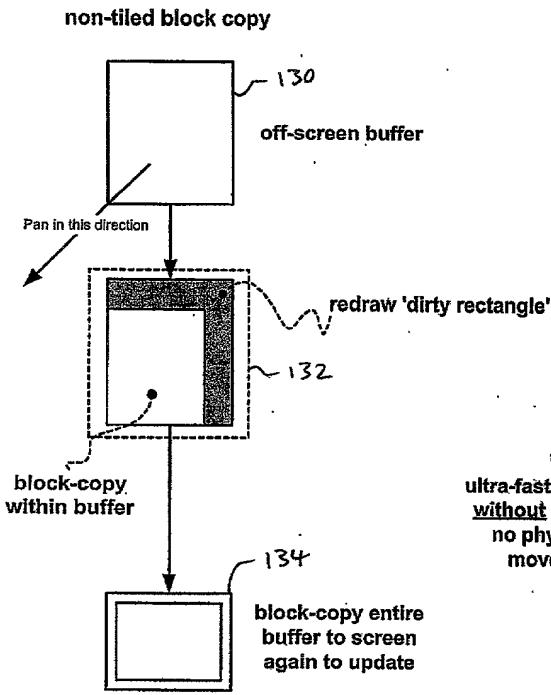
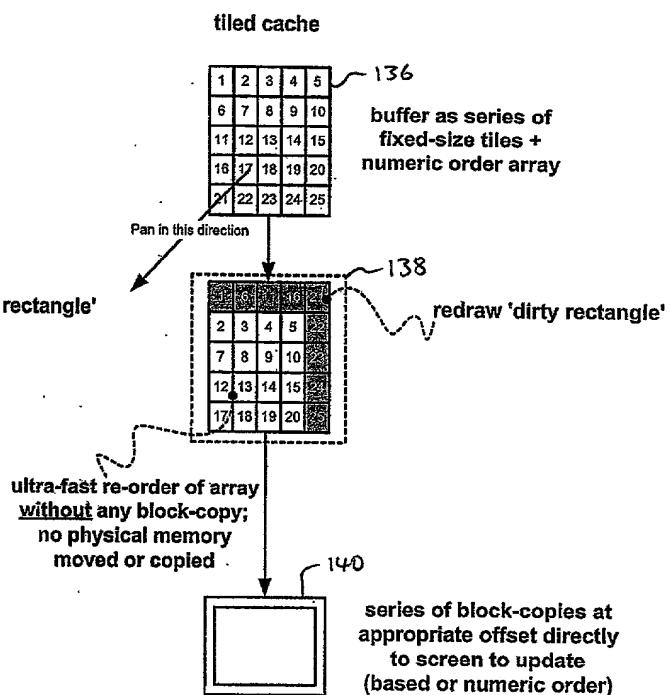


FIG. 4B



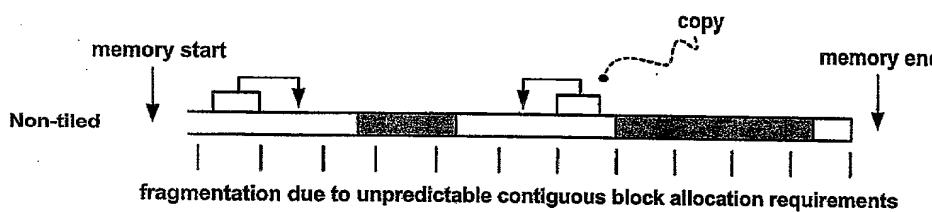


FIG. 5A

MMU block mis-matched, poorer re-allocation & cache consistency

■ = unused (released) blocks

↔ = large numbers of physical memory copy operations

— = physical memory MMU

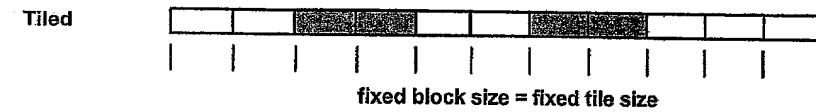


FIG. 5B

unlimited amount of fragmentation has no effect on usability
 no copy operations required (for buffer re-centering Fig.24)
 potential perfect synchronisation with MMU predictability
 & extendibility of pool (!)

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FIG. 5C

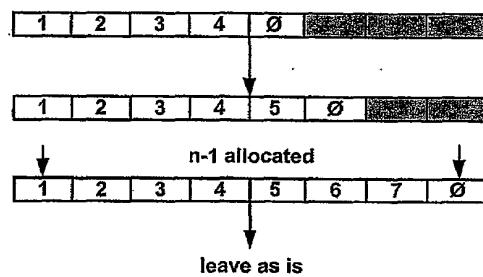
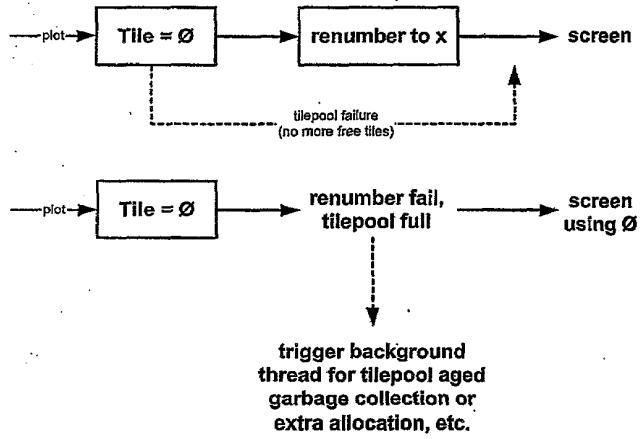
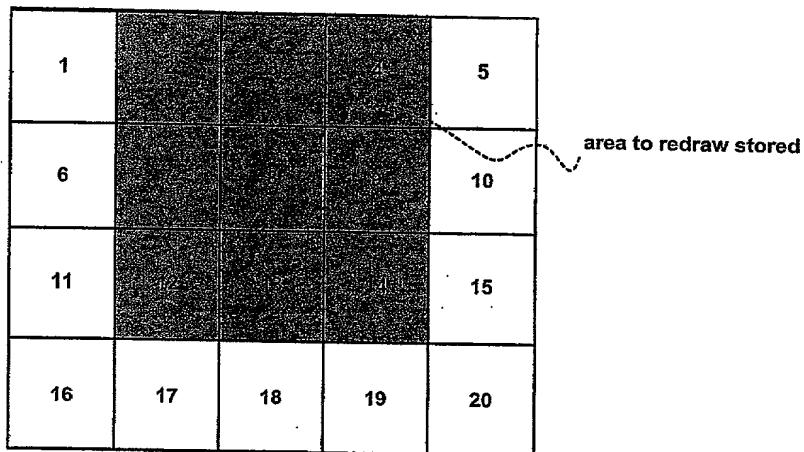


FIG. 6

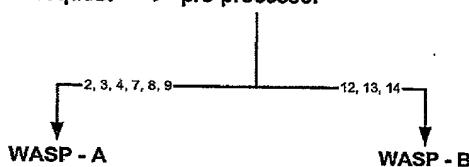


2 4 0 1 1 5 0 2 MURGITROYD AND CO

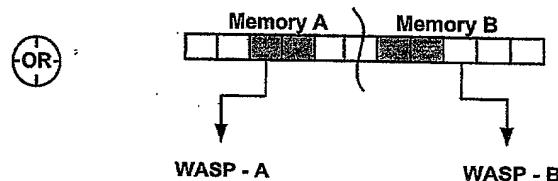
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titles 1-10 handled by WASP-A
titles 11-20 handled by WASP-B

redraw request → pre-processor



based on memory map of Fig. 5B
split pool accordingly regardless of
screen position



0 1 4 1 3 0 7 8 4 0 1

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FIG. 7

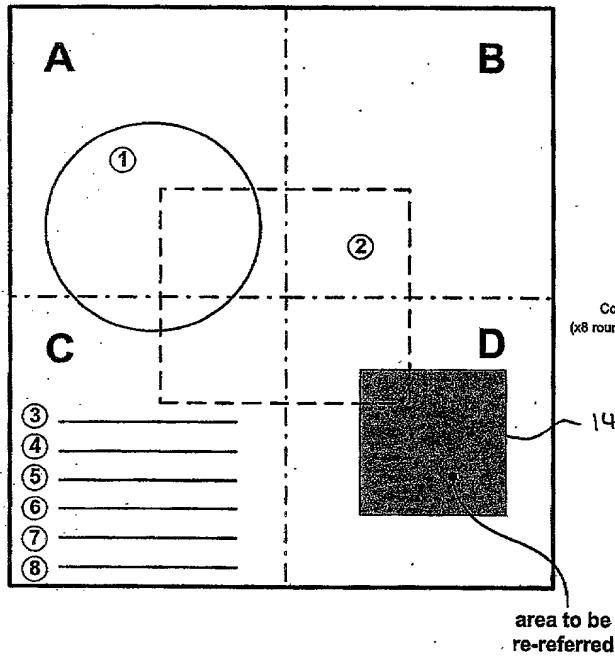
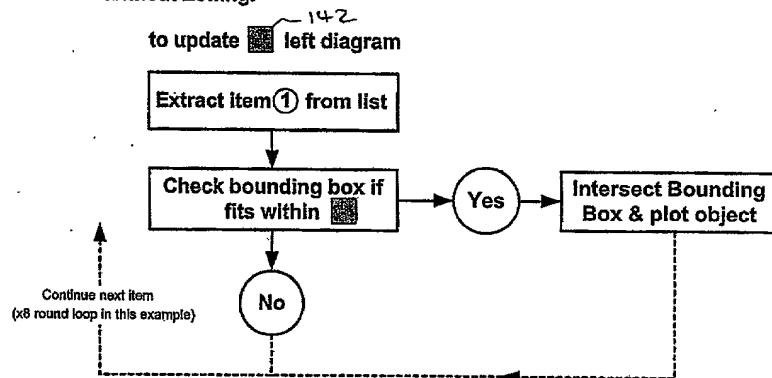


FIG. 8

Without Zoning:



With Zoning:

